7

Lesson Files

Apple_Pro_Training_Tutorials>Mastering_DVD_Studio_Pro>1_Mst_DVDSP_Starting

Apple_Pro_Training_Tutorials>Mastering_DVD_Studio_Pro>2_Mst_DVDSP_Finished

Time

This lesson takes approximately 60 minutes to complete.

Goals

Import and organize menu assets

Add a still background to a menu

Add a motion background to a menu

Apply overlays and create custom buttons

Work with drop zones

Add a transition track and modify tracks in the Track Editor

Use advanced menu design

Use chapter markers and create a chapter index menu

Use alternate angles in a track

Create subtitles

Build and burn a DVD project

Lesson 7

Mastering DVD Studio Pro

In this Apple Pro Training tutorial, you will learn techniques for designing more advanced menus in DVD Studio Pro, including how to create motion menus, transitions, subtitles, and more.

You'll be authoring a DVD to promote a fictitious show *Shark Encounter* on the eXtreme Living Channel. The project will include a slideshow of the production, a movie track, chapter index menus, and alternate angles.

To learn more, explore the Apple Pro Training DVD tutorial (on the companion DVD). For more comprehensive training, see the About Apple Pro Training folder on this DVD for information on the self-paced *Apple Pro Training Series* books and the Apple Pro certified training program.

Preparing the Project

If you are unfamiliar with DVD Studio Pro, complete the Introducing DVD Studio Pro tutorial before beginning this lesson. Once you have the basics down, you're ready to begin.

You should have the DVD Studio Pro application and the Mastering DVD Studio Pro tutorial files already installed on your computer. (See previous lesson for how to copy these files to your computer.)

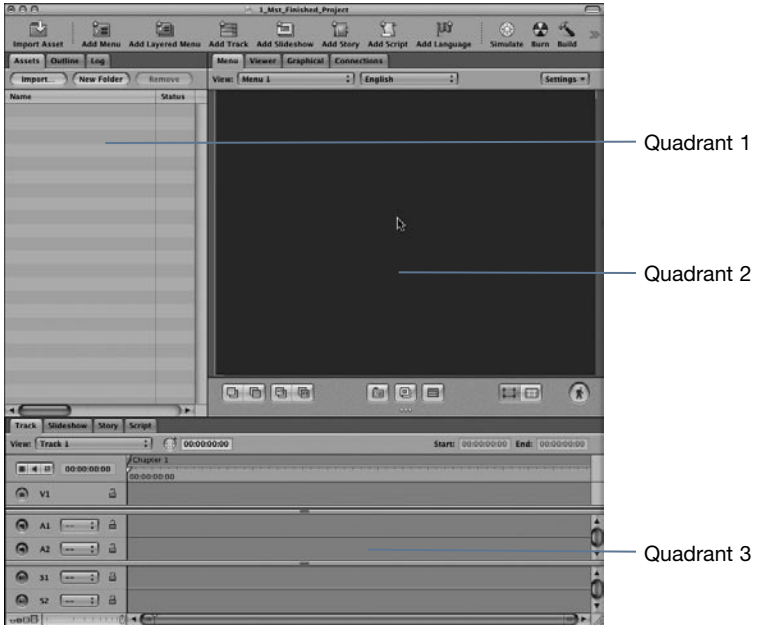
1. Locate the Apple Pro Training Tutorials folder on your computer's desktop, and then double-click the folder to open it.
2. Open the Mastering_DVD_Studio_Pro folder.
3. Double-click the **1_Mstr_DVDSP_Starting** file to open the project in DVD Studio Pro.

   When DVD Studio Pro opens, you will see the the project **1_Mstr_DVDSP_Starting** displayed in the Extended configuration. Press F2 to make sure you are in the extended configuration before you start the tutorial.

Let's get comfortable with the extended configuration before building our DVD.

Working With the Interface

The DVD Studio Pro project window can display up to four quadrants, each made up of various tabs or controls. The extended configuration displays three quadrants plus the Palette and the Inspector. In the Introducing DVD Studio Pro tutorial, you were working in the Basic configuration, which displays only one quadrant. Familiarize yourself with the quadrants in the picture below. You will get to know the function of each quadrant as you build the project.



Importing Assets

For this project you will import your assets by using the Assets tab in quadrant 1. There are different ways to import graphics, video, and audio into your project, including dragging them to the Assets tab or directly to an element of your DVD.

1 Click the Import button in the Assets tab, located in quadrant 1.

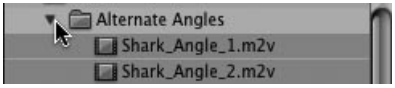
An Import Assets dialog opens to let you locate assets.

2 Choose Apple_Pro_Training_Tutorials > Mastering_DVD Studio Pro > Encounter_ Assets, then click the Import button.

The folders you choose are imported and opened, and the files are highlighted to let you know what has been added into your project.

NOTE ▶ The Assets tab is similar to the Browser in Final Cut Pro, as it is made up of a number of columns providing you with information on the assets. Shift–Space bar will maximize the quadrant for you to see information that includes the status, type, and size of your assets. Pressing Shift-Space bar again will return the quadrant to its normal size.

3 Click the disclosure triangle next to each folder to close the folders.



You can stay organized and navigate through the large number of assets by opening the folders as you need to see the assets.

TIP Folders are a great tool for keeping things organized. You can create subfolders, move assets between folders, and move folders within the Assets tab.

Creating a Motion Menu

Using a video clip as a moving background can add greatly to any menu by being visually pleasing and conveying additional information to the viewer. Next you will create a motion menu that will use a video background to publicize the new show and promote the overall look of the cable channel.

Applying a Motion Background

The motion menu movie you will use was created entirely in Apple Motion software.

1 Click the Menu tab in quadrant 2 to display the Menu Editor if it is not already displayed.

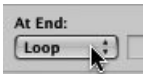
2 In the Assets tab, click the Menu Assets disclosure triangle to reveal the contents.

All of the assets you'll need to build your project menus are organized in this folder.

3 Drag **Main_Menu_Movie.m2v** to the Menu Editor and choose Set Background from the Drop Palette.

4 Click the menu background to load its parameters into the Inspector.

The At End pop-up menu is set to Loop in the General tab. Your motion menu will loop, or play again from the start, after playing.

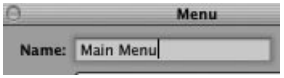


TIP Remember, you must select the element you want to inspect before it will show in the Inspector.

5 Click the Motion button at the lower right of your Project window to view the motion menu background.

Text has already been added to the menu for the buttons you will create, but it doesn't appear for a few seconds after the beginning of the menu. You will loop the menu at a certain point in the video clip over the next few steps. Let your menu run as we add audio.

6 In the Inspector, type *Main Menu* in the Name field.

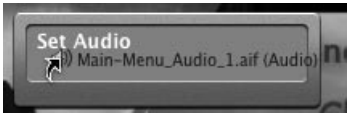


In the General tab of the Inspector you can see that the duration of this motion menu is 29 seconds.

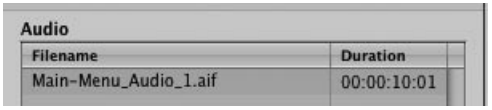
Adding Audio to a Motion Menu

One of the features of DVD Studio Pro is the ability to concatenate, or add together, audio in a menu or even a slideshow. The first audio file you will use is designed for the beginning of the main menu, before the text appears. The second audio file will be used for the looping area of the menu. As a result you will need to add, or concatenate, two audio files for the main menu.

1 Drag **Main_Menu_Audio_1.aif from the Assets tab** to the Menu Editor and choose Set Audio from the Drop Palette.



The file name appears in the Inspector in the Audio column of the General tab. (If your Inspector is showing an audio asset, you clicked the audio file and selected it before dragging it to the menu. Simply click the background of the menu to select the menu and inspect the menu parameters.) The audio is only 10 seconds long and just the right length for the beginning of your menu before the text appears.



2 In the Assets tab drag **Main_Menu_Audio_2.aif** to the menu and choose Add to Existing Audio from the Drop Palette.

The combined audio is now the same length as your entire motion menu. Next you will use a new feature of DVD Studio Pro 4 that automatically sets the menu loop point: the point to which the menu jumps back once it has played through the first time.

In the Inspector's General tab the Loop Point field has a timecode set for 10 seconds, which fits exactly with the first audio file you added to the menu. A MenuLoopPoint chapter marker was set in Motion when this motion background was created.

The menu starts playing at 0, plays through once, and then loops from 10 seconds to the end. Your text stays onscreen. You can set the loop point manually or let DVD Studio Pro recognize a MenuLoopPoint chapter marker created in Motion or Final Cut Pro.

TIP In Final Cut Pro you add a chapter marker and name it MenuLoopPoint for it to be recognized as a loop point in DVD Studio Pro. In Motion you choose the Menu Loop Point option when adding a marker.

3 Simulate your project (Command-Option-O, or click the Simulator icon in the Toolbar) to view the looping of your menu, and then close the simulator.

4 Choose File > Save As, or press Shift-Command-S to open the Save As window.

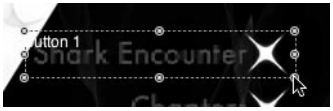
5 Save your project in the My_Saved_Projects folder located in the Apple Pro Training Tutorials folder on your desktop.

You have made an exciting motion menu for the viewer, which will be complete once you add your buttons.

Creating Buttons

One of the advantages of creating your own motion background is that you can design and use custom fonts for your buttons. In this exercise you will create buttons, add an overlay, and select the highlight colors.

1 In the main menu, drag the mouse over the *Shark Encounter* text to draw a button.



The new button shows up in the Inspector as Button 1.

TIP To make the Button Outlines active you can choose Menu > View > Show Button Outline and Name, or click the Button Outlines button at the bottom of the Menu Editor.

2 Name this button *Shark Encounter* in the Inspector.

3 Option-drag the Shark Encounter button down to make a copy of the button for the chapters text, then name your button *Chapters* in the Inspector.

4 Option-drag the Chapters button to make a copy of the button for the slideshow text, then name your button *Slideshow* in the Inspector.

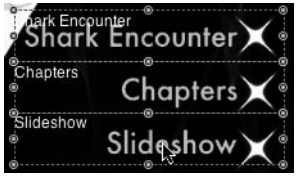
5 Position your buttons to make sure they don't overlap. Don't worry about the exact placement, we're about to align them.

Aligning the Buttons

You previously learned that Dynamic Guides are useful in aligning elements of your project. By batch-selecting your buttons you can align them all at the same time instead of individually.

1 Batch-select the three buttons you created by pressing the Command key and clicking them one at a time.

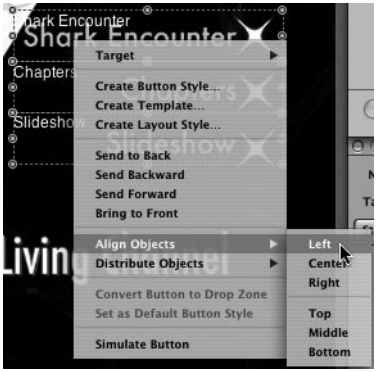
They will each be outlined with a bounding box to let you know they are selected.



2 Control-click one of the selected buttons to view a pop-up menu.

3 Choose Align Objects > Left.

The left side of your buttons will be aligned.



4 Control-click one of the selected buttons again, then choose Distribute Objects > Vertically.

The vertical distance between each button is now the same.

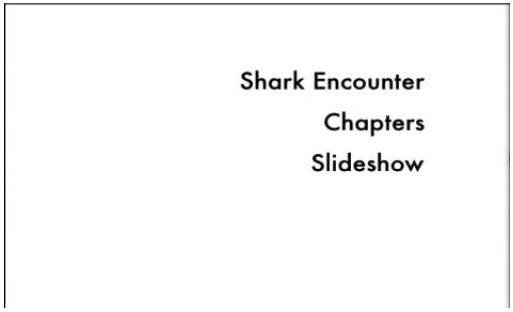
TIP Make sure your buttons do not overlap on your menu, or they will not work properly. You can move all of the selected items at once by dragging them or by nudging them with your arrow keys.

Setting a Simple Overlay

An overlay is a graphic used to show the different states of the buttons on your menu. The main menu background already has text that shows the normal state of your buttons. By adding an overlay you can show button states with multiple colors.

In these next few steps you will apply a simple overlay to the main menu and also learn a couple of navigation tricks for getting around DVD Studio Pro.

1 In the Assets tab double-click **Main_Menu_ol.jpg** to view the graphic in the Viewer tab.



This file is a simple overlay where you will substitute a color value for the black and white.

2 From the Assets tab drag the **Main_Menu_ol.jpg** file to the Menu tab. Don't release the mouse button as the Menu Editor opens. Continue to drag the file down to the menu. The Drop Palette appears. Choose Set Overlay from the Drop Palette.

NOTE ► When applying an overlay, you won't see any change to the menu unless you have a button selected. You have to inspect the menu to see that the overlay file has been added.

Selecting Highlight Colors for a Simple Overlay

Now you can assign colors to the black and white values of your overlay. The text is black, so you will be able to assign a color that black equals for the normal, selected, and activated states of your buttons.

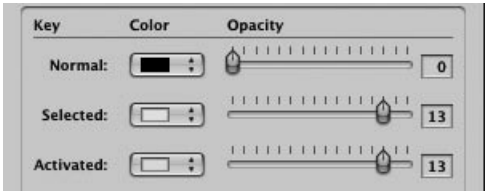
1 Click the menu background in the Menu Editor to open the Menu Inspector.

2 In the Inspector for the main menu click the Colors tab.

3 Set Overlay Colors to Simple by clicking the Simple button.

Advanced choices will be grayed out. Later in this lesson you will learn about advanced overlays. The Key and Color selections change in the Colors tab for a simple overlay.

4 Set the Opacity slider for the Normal button state to 0.



By setting the Opacity to 0, your motion menu graphics are visible in the normal state and the overlay is transparent.

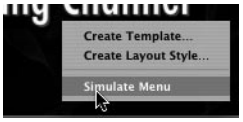
5 Choose white from the Selected pop-up menu and set the Opacity to 13.

6 Choose yellow from the Activated pop-up menu and set the Opacity to 13.

The activated state is only briefly seen before the selection appears. It is important because the flashing lets the viewer knows a selection has been made.

TIP The Opacity slider ranges from 0 to 15. Consider 15 to be 100 percent opaque and 0 to be transparent. A setting of 10 would be the same as 66 percent opacity. You can cycle through the button states by pressing the W key to see the highlights of a selected button.

7 Control-click the menu background and choose Simulate Menu from the pop-up menu.



You can check the normal, selected, and activated states of the menu buttons in the Simulator.

8 Close the Simulator window.

Creating a Submenu

Now that you've created the main menu, let's create a submenu. By now you have learned that there are a number of ways to accomplish a task in DVD Studio Pro. It's the same with creating a submenu. By dragging a still image, you will create a submenu, connect a button to the submenu, and set the background of the submenu.

1 Go to the Assets tab and drag the **Menu_2_background.jpg** file to the Shark Encounter button. Choose Create Submenu from the Drop Palette.

Dragging an asset to a button will change the name of the button and make a connection to the submenu.

TIP Once you learn the tools and tips of DVD Studio Pro you can plan ahead how you will author the project to save time. For example, a button on the menu is automatically named when you drag assets to it that are the target of the button.

2 Double-click the newly named Menu 1 button.

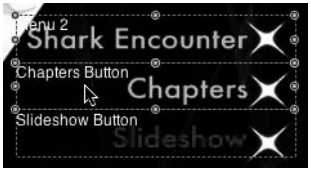
The Menu Editor opens the new submenu and you can see the still image background that was applied.

3 Name the submenu you created *Menu 2* in the Menu Inspector.

4 In the View pop-up menu at the top of the Menu Editor, choose Main Menu.

The main menu is displayed in the Menu Editor. Next you will use a shortcut to copy your aligned custom buttons to Menu 2.

5 Batch-select the first two buttons of the main menu.



6 Copy the two buttons by choosing Edit > Copy, or press Command-C.

7 Double-click the Shark Encounter button to return to the submenu.

8 Paste the two buttons to Menu 2 by choosing Edit > Paste, or press Command-V.

9 You can now drag the two buttons and align them over the text on the menu background.

The menu buttons are aligned with the text on your graphic background. They still have to be named, which is done automatically when you connect them to their target tracks later in this tutorial.

The submenu at this point leaves no way for the viewer to return to the main menu. To complete the menu buttons you will create a custom button to return the viewer to the main menu.

10 Draw a button by dragging your pointer over the *Main Menu* text.

The new button shows up in the Inspector and is by default named Button 1.

11 In the Button Inspector name the button *Main Menu*.

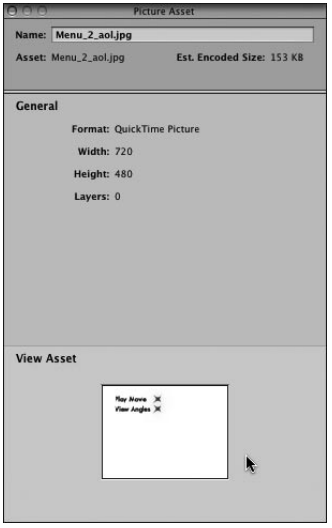
To make these buttons work with highlights you need to set an advanced chroma overlay, which will give you more options for the normal, selected, and activated states of these buttons.

Setting an Advanced Overlay

You can set an advanced overlay by dragging the file to the menu or through the Inspector. Let's use the Inspector this time.

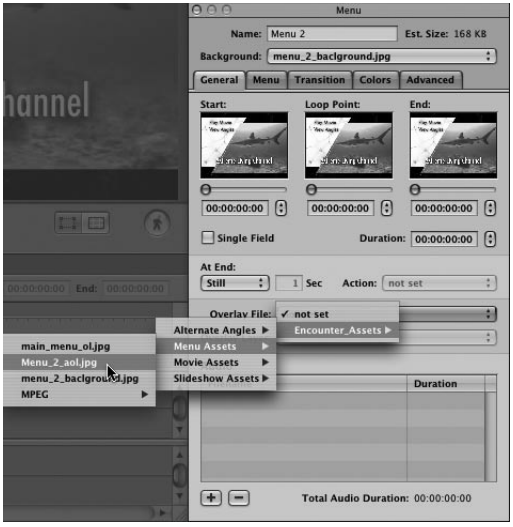
1 Click the **Menu_2_aol.tif** file in the Assets tab to select the file.

A thumbnail of the advanced overlay appears in the bottom of the Picture Asset Inspector. This overlay is a four-color graphic, or chroma overlay.



2 Make sure Menu 2 is in the Menu Inspector by clicking the menu background.

3 Click the General tab in the Inspector. In the Overlay File pop-up menu choose Encounter_Assets > Menu Assets > **menu_2_aol.tif.**



Selecting Highlight Colors for an Advanced Overlay

The advanced overlay has the advantage of using four colors: black, red, blue, and white. When you assign a color value to each, such as black equals blue, your overlays can have multiple colors. You will assign colors to your advanced overlay for the normal, selected, and activated states of a button.

1 Click the menu background in the Menu Editor to open the Menu Inspector if it's not already open.

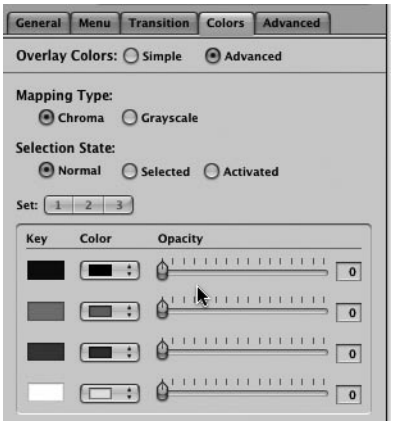
2 In the Inspector for Menu 2 click the Colors tab.

3 Set Overlay Colors to Advanced by clicking the Advanced button.

4 Click the Chroma button for Mapping Type.

Now you can select the colors and opacity of the normal, selected, and activated states of the buttons.

5 Click the Selection State Normal button and set the Opacity slider to 0 for each key color. You will assign another color value to each of the four key colors on your chroma overlay.



6 Click the Selection State Selected button to set the Opacity slider values and colors.

7 Choose Yellow for the black key, with an Opacity of 5.

8 Choose Black for the red key, with an Opacity of 3.

9 Choose Purple for the blue key, with an Opacity of 10.

10 Choose 0 for the Opacity of the white key.

11 Click the Selection State Activated button to set the Opacity slider values and colors.

12 Choose Yellow for the black key, with an Opacity of 5.

13 Choose Yellow for the red key, with an Opacity of 8.

14 Choose Blue for the blue key, with an Opacity of 11.

15 Choose 0 for the Opacity of the white key.

16 Control-click Menu 2 and choose Simulate Menu to test the buttons with the advanced overlay settings, then close the Simulator.

TIP A common practice is to invert colors between the selected and activated states.

Creating Tracks

By default every new project contains one menu and one track. You will use different methods to create additional tracks for a transition, the main movie, and alternate angles. Ready to get started?

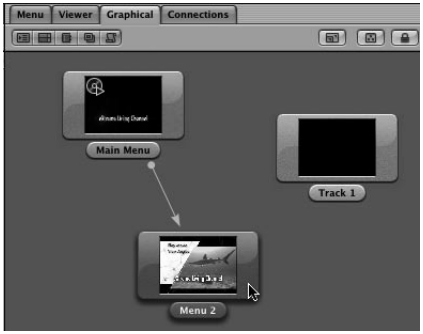
Configuring an Intro Track

The default track will work well for creating and configuring an introduction to your DVD.

1 Click the Graphical tab in the quadrant 2.

2 Click the Zoom to Fit button in the upper right of the Graphical tab to make sure you can see all of your project elements, also called *tiles*.

The Graphical tab icons show the project you have built to this point. You can drag the icons and arrange them to see all of the elements of your project.



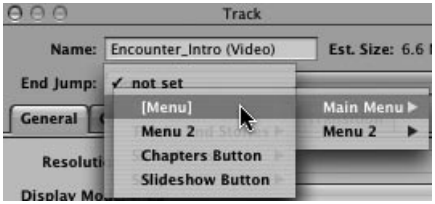
3 From your Assets tab drag the **Encounter_Intro.m2v** video file to the green Track 1 icon until it becomes outlined, then release the mouse button.

The track has been named the same as the asset, and both a video and an audio stream appear in the Track Editor in quadrant 3.

TIP If you choose Preferences > Track > Find matching audio when dragging, DVD Studio Pro will automatically look for audio with the same name and add it to the element you are working with.

4 Select the Encounter_Intro track in the Graphical tab to view its properties in the Track Inspector.

5 In the End Jump pop-up menu choose Menu > Main Menu > [Menu].



In the Graphical tab a one-way arrow points from the Encounter_Intro track to the main menu showing the end jump. (If you see a straight line instead of an arrow, move the tiles apart.) The Introduction track (Encounter_Intro) will jump to the main menu's root level after playing.

To make the Encounter_Intro track the first item a viewer sees when playing the DVD, it will need to be set as the First Play element.

NOTE ► Each project must have a First Play element, which appears when the viewer starts playing the DVD. Menu 1 is designated by default to be the First Play element when you create a new project.

6 Control-click the Encounter_Intro icon on the Graphical tab, and choose First Play from the pop-up menu.

The track tile displays the First Play icon in the upper-left corner.

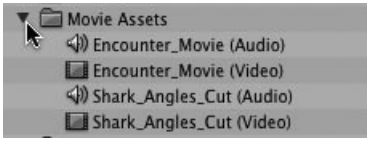
7 Simulate and save your project.

Adding a Main Movie Track

With your menus complete you want to add a track and link it to the Play Movie button on Menu 2. Finding the most efficient way always saves you time in building your project.

1 Click the Menu tab and choose Menu 2 in the View pop-up menu in the Menu Editor.

2 From the Assets tab open the Movie Assets folder by clicking the disclosure triangle.



The assets for two of the tracks you will add are displayed.

3 Drag the **Encounter_Movie.m2v** file to the Play Movie button and choose Create Track, Connect to Track from the Drop Palette.

4 Click the Graphical tab to see the structure of your DVD.

The Encounter_Movie track is linked to Menu 2 with an arrow pointing in both directions, which tells you it has an end jump set to Menu 2 after playing.

TIP When you are working on a large project, you can click the Macro View button at the top right of the Graphical tab to see a display of the entire tile area.

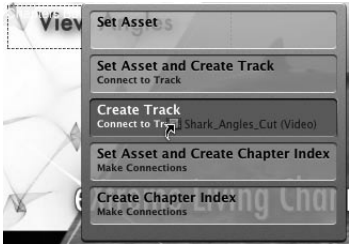
Setting Up a Multi-angle Track

DVD Studio Pro has the ability to create multi-angle tracks. A multi-angle track lets the viewer switch between different, or alternate, angles when viewing the track. This feature is often used to show different camera angles of the same shot or to place another video stream, such as storyboards, on an alternate angle.

Next you will create a multi-angle track that will use five video streams within the track. One stream will be the edited version of the shark dive, and four streams will have different perspectives. The viewer will be able to jump between streams when watching the DVD.

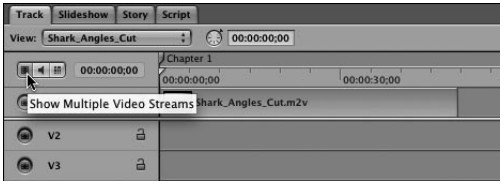
1 Click the Menu tab and choose Menu 2 in the View pop-up menu in the Menu Editor if it is not already selected.

2 From the Movie Assets folder in the Assets tab drag the **Shark_Angles_Cut.m2v** video file to the View Angles button and choose Create Track, Connect to Track from the Drop Palette.



The **Shark_Angles_Cut.m2v** video and audio streams are displayed in the Track tab in the lower quadrant (quadrant 3).

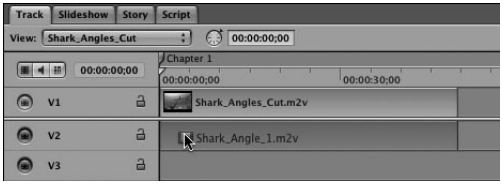
3 Click the Show Multiple Video Streams button at the upper left of the Track tab.



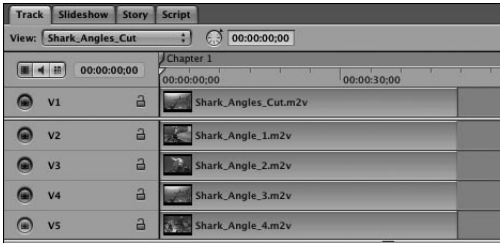
The Track Editor will display only the video streams to make it easier to add additional video streams to the Shark_Angles_Cut track.

4 In the Assets tab open the Alternate Angles folder by clicking the disclosure triangle.

5 Drag the **Shark_Angle_1.m2v** video file to the V2 stream in the Shark_Angles_Cut track to add it to the track.

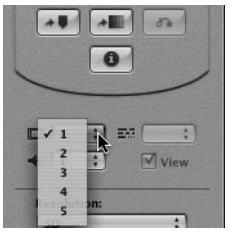


6 Drag the remaining alternate angles—the **Shark_Angle_2.m2v, Shark_Angle_3.m2v, and Shark_Angle_4.m2v** video files—to the V3, V4, and V5 streams, respectively, in the Shark_Angles_Cut track.



The track now contains an edited cut of the shark encounter and the four different angles that were used to edit the piece in Final Cut Pro. The viewer can switch between angles by using the remote or viewer controls while playing the DVD.

7 Simulate your project and test the alternate angles by choosing various commands in the Angle Select pop-up menu in the Simulator's remote control.



The Simulator changes between each video stream as you select an angle. Close the Simulator.

Using a Button Transition

Transitions from element to element in your project are easy to create and can enhance the viewing experience. With Menu 2 you will add a transition track and configure it to work between the View Angles button and the Shark_Angles_Cut track of your project.

1 Click the View Angles button on Menu 2 to open the Button Inspector.

The name of the button was automatically changed to Shark_Angles_Cut when you dragged the video file asset to the button and then chose Create Track, Connect to Track from the Drop Palette.

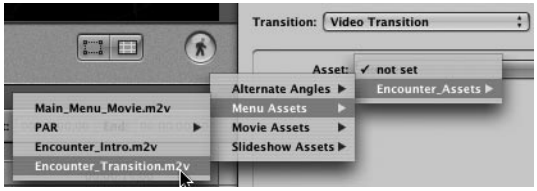
Next you will change the settings for the button to target the **Encounter_Transition.m2v file** to use as a transition video.

2 In the Button Inspector click the Transition tab.

3 Choose Video Transition from the Transition pop-up menu.

4 Choose Encounter_Assets > Menu Assets > Encounter_Transition.m2v from the Asset pop-up menu.

The Shark_Angles_Cut button will now play the **Encounter_Transition.m2v** video before it takes the viewer to the targeted track.



Adding a Slideshow

Slideshows have a number of options. You can set how long a slide is displayed, add separate audio files to each slide, and have the viewer control when to jump to the next slide in the show. You will now build a slideshow of the Shark Encounter dive, set transitions, and fit the slides to the length of an audio file.

1 Click the Menu tab and choose Main_Menu from the View pop-up menu.

2 From the Assets tab drag the Slideshow_Assets folder to the Slideshow button. When the Drop Palette appears, choose Create Slideshow, Connect to Slideshow.

The Slideshow is named Slideshow 1 by default, and the Slideshow Inspector opens.

3 Click the Slideshow tab in quadrant 3.

Thumbnails of the slides are added to the Slideshow Editor.

4 On the Assets tab, click the Slideshow Assets disclosure triangle to view the contents of the folder.

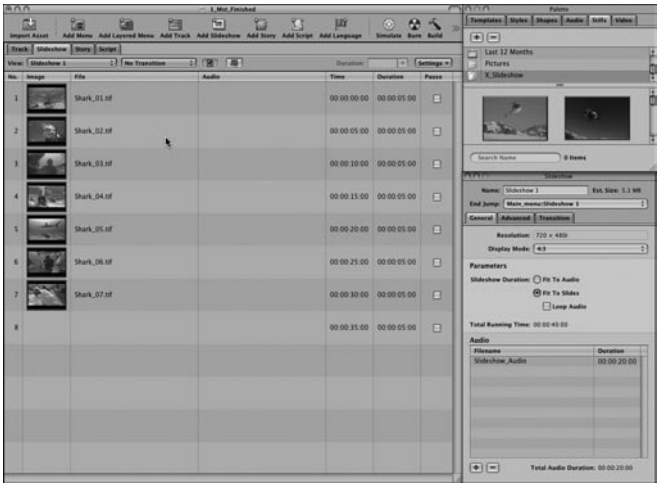
The audio file for the slideshow is in the folder.

5 Drag the Slideshow_Audio file to the Audio Filename column in the Inspector and release the mouse button.

The audio file appears in the column and has a duration of 20 seconds.

6 Click the Slideshow tab to activate the window, then press Shift–Space bar to make quadrant 3 a full window and hide the other quadrants.

The length of each slide is set to 5 seconds in the Duration column of the Slideshow Editor. With a total of eight slides, your slideshow will continue to play after your audio is finished.



TIP To return the quadrant to the smaller size press Shift–Space bar again, and you will see all three quadrants of the extended configuration.

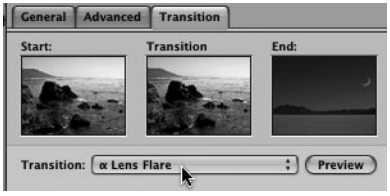
7 In the Slideshow Inspector click the Fit To Audio button.

The Duration column in the Slideshow Editor displays the time for each slide as 2 seconds and 15 frames to fit all the slides to the length of the audio file. (For PAL, 2 seconds, 12/13 frames. This fluctuation accommodates the odd number frame-per-second count of 25.)

8 Click the Transition tab in the Slideshow Inspector.

9 From the Transition pop-up menu choose the alpha transition Lens Flare.

NOTE ► Alpha transitions have transparency that allow you to see through the transparent area to view the outgoing and incoming video clips. DVD Studio Pro indicates an alpha transition by placing the α symbol in front of the name.



10 Press F2 to return to the extended configuration, and then simulate your slide show.

Using Chapter Markers

Chapter markers, which allow you to navigate through a movie to certain points, are a big part of the viewer interaction of DVDs. DVD Studio Pro recognizes markers created in Final Cut Pro, Compressor, Final Cut Express, Motion, and iMovie.

You can also create markers manually or import a text document to set chapter markers for your track. In this exercise you will learn different ways to add markers and then create a chapter index menu using the markers you set.

1 Click the Track tab in the lower quadrant (quadrant 3).

2 Choose Encounter_Movie from the View pop-up menu.

You will see the video and audio streams in the track along with three purple chapter markers. These markers were created in Final Cut Pro and were recognized by DVD Studio Pro when you imported the movie asset.

TIP If you don't see the markers, press Shift-Z to fit to window and your markers will be visible.

3 Triple-click the timecode in the track's Duration field above the markers, then type 25309 (for PAL, 25213) and press Return.

The playhead jumps to the timecode you entered and displays that frame in the Viewer tab.

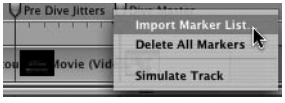
4 Press M (for marker).

A chapter marker appears on the Timeline ruler and the Marker Inspector opens.

5 Name the chapter marker *Dive Master* in the Inspector's Name field.

The name of the marker updates in the Track tab to Dive Master. Import the remaining markers from a text document, and you will be ready to make your chapter index menus.

6 Control-click the gray marker area of the Track Editor and choose Import Marker List from the pop-up menu.



7 Navigate to the Encounter_Docs folder in the Mastering_DVD_Studio_Pro folder and select the **Encounter_Markers** file; then click Import.

A dialog lets you know how many markers were imported, and the markers are displayed automatically in the Timeline.

8 Click OK to close the dialog, and then save your project.

TIP When you make a chapter marker list you can use the Apple TextEdit application. Enter the timecode, set a tab as a delimiter, then type the name of the chapter marker. Save as a plain ASCII text file to be able to import it.

Creating a Chapter Index Menu

Chapter index menus are common in professional DVDs to provide viewers an easy way to navigate through a movie. The chapter markers you set earlier provide the ability to jump directly to a specific scene in the track with the press of a button.

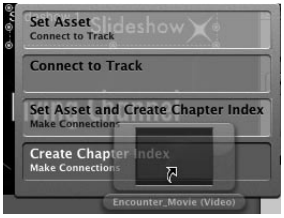
In this lesson you will create two chapter index menus by using the markers in your Encounter_Movie track. DVD Studio Pro templates include chapter index menus that will make building the menus easy and help keep the same overall design for your project.

1 Press F3 for the advanced configuration.

2 In the Graphical tab double-click the Main Menu icon. Use the Zoom to Fit button if you need to see all of the icons.

The main menu opens in the Menu Editor.

3 Option-drag the Encounter_Movie track icon to the Chapters button on the main menu. Do not release the mouse button. Choose Create Chapter Index, Make Connections from the Drop Palette when it appears



The Choose Template or Layout Style window appears. You can select an existing template or a custom template if you have created one.

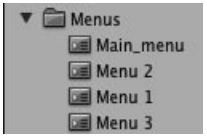
4 Click the Templates tab, then the Apple button, and choose Panes Blue Index from the templates. Click OK.

This index menu template will be the third menu in the Panes Blue series of templates. You can move and resize the Choose Template or Layout Style window to view the templates better.

Two chapter index menus are added to the project and the buttons linked to the track's chapter markers.

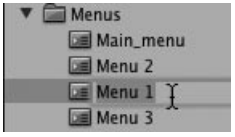
5 Click the Outline tab to open the list of your DVD elements.

The new menus are listed in the Menus folder.



6 Click the Menu 1 icon and press Enter.

The text is highlighted and can be changed.



7 Type *Chapter Menu 1* and press Enter.

The name of the menu updates to *Chapter Menu 1*.

8 Rename Menu 3 *Chapter Menu 2* in the Outline tab, and press Enter.

9 Press F1 for the basic configuration.

The Menu Editor is the only quadrant on the interface. It will be easier to put the finishing touches on your chapter index menus in this configuration.

10 Double-click the menu title *Company Name Here* and type *Chapter Index Menu Two*.

11 From the View pop-up menu in the Menu Editor choose Chapter Menu 1.

12 Double-click the menu title *Company Name Here* and type *Chapter Index Menu One*.

Your menus are complete, and they give the viewer a convenient visual menu to jump to any chapter in your movie.

13 Save, then simulate your project.

Working With Subtitles

DVD Studio Pro allows you to create subtitles directly in the Track Editor. Subtitles are commonly used to overlay dialogue text on a video stream to communicate to the audience in different languages. They can also be used to overlay a simple graphic on a video stream to create a button.

Creating a Subtitle

For this project you will create a simple subtitle in the Timeline window of the Track Editor.

1 Press F2 for the extended configuration.

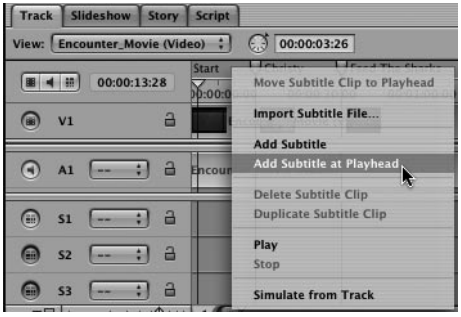
2 Make sure the Track tab is open and you are viewing the Encounter_ Movie track in the lower quadrant (quadrant 3).

3 Type *326* (for PAL, 401) in the Current Frame field and press Enter.

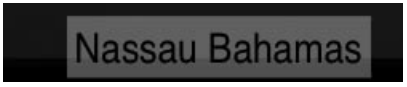
The playhead moves to 00:00:03:26 (for PAL, 00.00.04.01). This is where you will add a subtitle.

TIP To zoom in or out in the Track Editor press Command-– (hyphen) or Command-= (equals).

4 Control-click in the S1 subtitle stream and choose Add Subtitle at Playhead.



5 Type *Nassau Bahamas,* then click outside the text area to deselect the text.



The subtitle appears in your viewer as part of the track. DVD Studio Pro's subtitling feature allows you to modify the subtitles you create. For this track the default settings will work well.

TIP Subtitles can be modified in the same manner as the text you created. You can change their color, size, and font to make sure they are visible against the background image

6 Play the track, and then save your project.

Previewing Subtitles in the Simulator

After you have positioned and modified your subtitles it's always a good idea to preview them for alignment and timing.

1 Control-click in the Track Editor and choose Simulate from Track from the pop-up menu.

The Simulator opens and plays the track.

2 Click the View box just below the Subtitle Select pop-up menu.

The subtitle will now be visible in the Simulator. Your track has probably played past the subtitle you created and you'll have to navigate back to the beginning of your track.

3 Click the Chapter Skip Reverse button until you reach the first chapter marker at the beginning of your project.

The subtitle will now appear in the Simulator.

TIP Subtitles can be repositioned in a track and adjusted in length. They can also be imported from a text file.

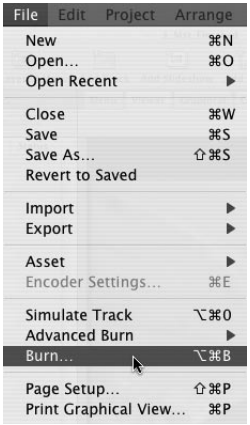
Build and Format

The Build command tells DVD Studio Pro to combine all of the elements of your project and to create a VIDEO_TS or HVDVD_TS folder, depending on the type of project you have created. The *Format* command writes the file to a recordable DVD, a hard disk, or a digital linear tape (DLT). It gives you more formatting options than *Burn*, which is the simplest way to burn a DVD on your own system.

Once you have finished your project, it's important to test it thoroughly before you burn a disc. You should use the Simulator often, and you can also emulate the project with the Apple DVD Player on your computer. If you want to burn this project, then follow the next few steps.

MORE INFO ▶ You can learn more specific information about testing your project in the Help documentation that comes with DVD Studio Pro and the Apple Pro Training Series books.

1 Choose File > Burn or press Option-Command-B to burn.



A dialog window asks you to insert an acceptable disc into your burner.

2 Insert the disc in your DVD burner.

You can see the progress of the build and burn as DVD Studio Pro creates your DVD.

What's Next?

Congratulations! You have just authored a professional DVD with advanced features.

This Apple Pro Training tutorial just scratches the surface of the features, tools, and techniques that DVD Studio Pro has to offer. For detailed information about specific features, refer to the DVD Studio Pro User Manual (accessible through the Help menu), and explore the Apple Pro Training DVD tutorial (on the companion DVD).

To learn more, see The About Apple Pro Training folder on this DVD for information on Apple certified training and the self-paced Apple Pro Training book, *Apple Pro Training Series: DVD Studio Pro*.